

# Dragon

## Being eaten

A character who was eaten by a dragon has a percentage chance to be *raiseable* based on the creature's size, the dragon's age, and the time since being eaten.<sup>Ex</sup>

There is an X-in-10 chance for the character to be *unraiseable* due to digestion, where X is the number of days that passed following the character's consumption before the character was “rescued”.<sup>1)</sup> If the character has not been digested, refer to the following table:

Dragon Age	Character Size S	Character Size M
Very young	5%	0%
Young	10%	5%
Sub-adult	25%	10%
Young adult	40%	25%
Adult	55%	40%
Old	70%	55%
Very old	85%	70%
Ancient	99%	85%

A character is more likely to be *raiseable* if the character is smaller and/or eaten by a larger dragon since less chewing is required.

<sup>1)</sup>

Adjust this as suitable for your milieu's dragons. Ours digest slowly.

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